





A Basic HTML5 Template	
01	<!DOCTYPE html>
02	<html lang="en">
03	<head>
04	<meta charset=utf-8>
05	<title>JavaScript Example</title>
06	</head>
07	<body>
08	<h2>JavaScript Empty Page</h2>
09	<div id="info">info Area</div>
10	<script>
11	document.getElementById("info").innerHTML = "Hello"
12	</script>
13	</body>
14	</html>
  Markup Validation Service <small>Check the markup (HTML, XHTML, ...) of Web documents</small>	
Validator: http://validator.w3.org/	

B New HTML5	
Multimedia: <canvas>, <video>, <audio>	
Contentelements: <article>, <figure>, <footer>, <header>, <nav>, <section> ...	
Controls: calendar, date, time, email, url, search	
Local storage, SVG, Geolocation, ...	

C Canvas	
01	<canvas id="myCanvas" width="200" height="100"
02	style="border:1px solid #000000;">
03	</canvas>
04	
05	<script>
06	var c=document.getElementById("myCanvas");
07	var myC=c.getContext("2d");
08	</script>
C1	myC.fillStyle="#FF0000"; myC.fillRect(0,0,150,75);
	ctx.font="30px Arial"; ctx.fillText("Hello World",10,50); ctx.strokeText("Hello World",10,50);
C2	ctx.beginPath(); ctx.arc(95,50,40,0,2*Math.PI); ctx.stroke();
	myC.moveTo(0,0); myC.lineTo(200,100); myC.stroke();
createLinearGradient, createRadialGradient, drawImage	

D Video: video/mp4, video/webm, video/ogg	
01	<video id="myVideo" width="1920" height="1080" controls>
02	<source src="movie.mp4" type="video/mp4">
03	<source src="movie.ogg" type="video/ogg">
04	<source src="movie.webm" type="video/webm">
05	Your browser does not support the video tag.
06	</video>
myVideo.play() myVideo.pause() myVideo.width=...	

E Audio: mp3 audio/mpeg audio/ogg audio/wav	
01	<audio id="myAudio" controls>
02	<source src="horse.ogg" type="audio/ogg">
03	<source src="horse.mp3" type="audio/mpeg">
04	<source src="horse.wav" type="audio/wav">
05	Your browser does not support the audio element.
06	</audio>
myAudio.play() myAudio.pause()	